

IN THE CLAIMS:

Please amend the claims as follows:

1 (currently amended). A play audio module configured to be included

in an audio resource function, comprising:

an audio play process operable to request a decomposed media gateway

to play an audio stream in response to a received signal,

wherein the audio play is altered based on at least one signal traveling

between the play audio module and the decomposed media gateway and a

resultant play is analyzed as to a reason it terminated; and

an audio stream container offset parameter to specify a location in an

audio stream container that was being played when the play was terminated.

2 (original). A play audio module as defined in claim 1, further comprising a

volume adjust process operable to change a volume of the audio stream.

3 (original). A play audio module as defined in claim 1, further comprising a

play pause and resume process operable to pause audio play in response to a

play pause request and to thereafter resume the audio play in response to a

resume play request.

4 (original). A play audio module as defined in claim 1, further comprising a jump forward process operable to jump forward to a specified position in the audio stream and a jump backward process operable to jump backward to a specified position in the audio stream.

5 (original). A play audio module as defined in claim 1, further comprising a coder process operable to allow the decomposed media gateway to specify or determine the coder types supported thereby.

6 (original). A play audio module as defined in claim 1, further comprising a play analysis process operable to determine a condition that caused the audio play to stop and communicate the condition to the decomposed media gateway.

7 (original). A play audio module as defined in claim 1, further comprising a text conversion module operable to generate text-to-speech conforming to the SAPI specification.

8 (currently amended). A record audio module configured to be included in an audio resource function, comprising:

an audio record process operable to request a decomposed media gateway to record an audio stream in response to a received signal,

wherein media recording is altered based on at least one signal traveling between the record audio module and the decomposed media gateway and a resultant media recording is analyzed as to a reason it terminated; and

an audio stream container offset parameter to specify a location in an audio stream container that was being recorded when the recording was terminated.

9 (original). A record audio module as defined in claim 8, further comprising a record pause and resume process operable to pause audio record in response to a record pause request and to thereafter resume the audio record in response to a resume record request.

10 (original). A record audio module as defined in claim 8, further comprising an append process operable to append a recording to an existing recording.

11 (original). A record audio module as defined in claim 8, further comprising a format specifying process operable to specify the digital encoding format of a recording.

12 (original). A record audio module as defined in claim 8, further comprising a recording location process operable to allow the decomposed media gateway

to reference where the recording should be created.

13 (original). A record audio module as defined in claim 8, further comprising a pause compression process (also referred to as a silence compression process) operable to detect and to eliminate periods of speech inactivity from a recording.

14 (original). A record audio module as defined in claim 8, further comprising a record prompt tone generation process operable to generate a prompt tone that is either fixed or configurable.

15 (original). A record audio module as defined in claim 8, further comprising a record analysis process operable to determine the length of audio recorded and to identify a record termination condition that caused a recording operation to stop.

16 (currently amended). A method of playing an audio stream, comprising:

providing a play audio module included in an audio resource function that is resident on an audio resource server, said play audio module having a play audio process;
communicating a request signal to the play audio process;

requesting a decomposed media gateway to play an audio stream stored
in an audio stream container in response to the request signal communicated to
the play audio process;

altering media play based on at least one signal communicated between
the play audio module and the decomposed media gateway; and

analyzing a resultant play as to a reason it terminated; and
specifying a location in the audio stream container that was being
played when the play was terminated.

17 (original). A method of playing an audio stream as defined in claim 16,
wherein the altering includes providing a volume adjust process and operating
the volume adjust process to change the volume of the audio stream.

18 (original). A method of playing an audio stream as defined in claim 16,
wherein the altering includes providing a play pause and resume process and
operating the play pause and resume process to pause audio play in response to
a play pause request and to thereafter resume the audio play in response to a
resume play request.

19 (original). A method of playing an audio stream as defined in claim 16,
wherein the altering includes providing a jump forward process and operating
the jump forward process to jump forward to a specified position in the audio

stream and providing a jump backward process and operating the jump backward process to jump backward to a specified position in the audio stream.

20 (original). A method of playing an audio stream as defined in claim 16, wherein the altering includes providing a coder process and operating the coder process to specify or determine the coder types supported thereby.

21 (original). A method of playing an audio stream as defined in claim 16, wherein the analyzing includes providing a play analysis process and operating to analyze a play signal to determine a condition that caused the audio play to stop and communicate the condition to the decomposed media gateway.

22 (original). A method of playing an audio stream as defined in claim 16, wherein the altering includes providing a text conversion process and operating the text conversion process to generate text-to-speech conforming to the SAPI specification.

23 (currently amended). A method of recording an audio stream, comprising:
providing a record audio module included in an audio resource function that is resident on an audio resource server, said record audio module

having a record audio process;
communicating a request signal to the record audio process;
requesting a decomposed media gateway to record in an audio stream
container an audio stream in response to the request signal communicated to
the record audio process;
altering media record based on at least one signal communicated
between the record audio module and the decomposed media gateway; and
analyzing a resultant recording as to a reason it terminated; and
specifying a location in the audio stream container that was being
played when the play was terminated.

24 (original). A method of recording an audio stream as defined in claim 23,
wherein the altering includes providing a record pause and resume process and
operating the record pause and resume process to pause audio record in
response to a record pause request and to thereafter resume the audio record in
response to a resume record request.

25 (original). A method of recording an audio stream as defined in claim 23,
wherein the altering includes providing an append process and operating the
append process to append a recording to an existing recording.

26 (original). A method of recording an audio stream as defined in claim 23,

wherein the altering includes providing a format specifying process and operating the format specifying process to specify the digital encoding format of a recording.

27 (original). A method of recording an audio stream as defined in claim 23, wherein the altering includes providing a recording location process and operating the recording location process to reference where the recording should be created.

28 (original). A method of recording an audio stream as defined in claim 23, wherein the altering includes providing a pause compression process and operating the pause compression process to eliminate periods of speech inactivity from a recording.

29 (original). A method of recording an audio stream as defined in claim 23, wherein the altering includes providing a record prompt tone generation process and operating the record prompt tone generation process to generate a prompt tone that is either fixed or configurable.

30 (original). A method of recording an audio stream as defined in claim 23, wherein the analyzing includes providing a record analysis process and operating the record analysis process to determine the length of audio

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recorded.

31 (original). A method of recording an audio stream as defined in claim 23,
wherein the analyzing includes providing a record analysis process and
operating the record analysis process to identify a record termination condition
that caused a recording operation to stop.